

BASECAM: A system for using a camera within a baseball base. Invented by Whitney Fletcher, citizen of the United States of America, resident of San Carlos, California; and Kent Fletcher, citizen of the United States of America and resident of Honolulu, Hawaii.

Application Number: 60/479,808

Confirmation Number: 3046

Inventors:

Whitney Fletcher
Kent Fletcher
1349 Cordelleneis Ave
San Carlos, California 94070
650-654-7932

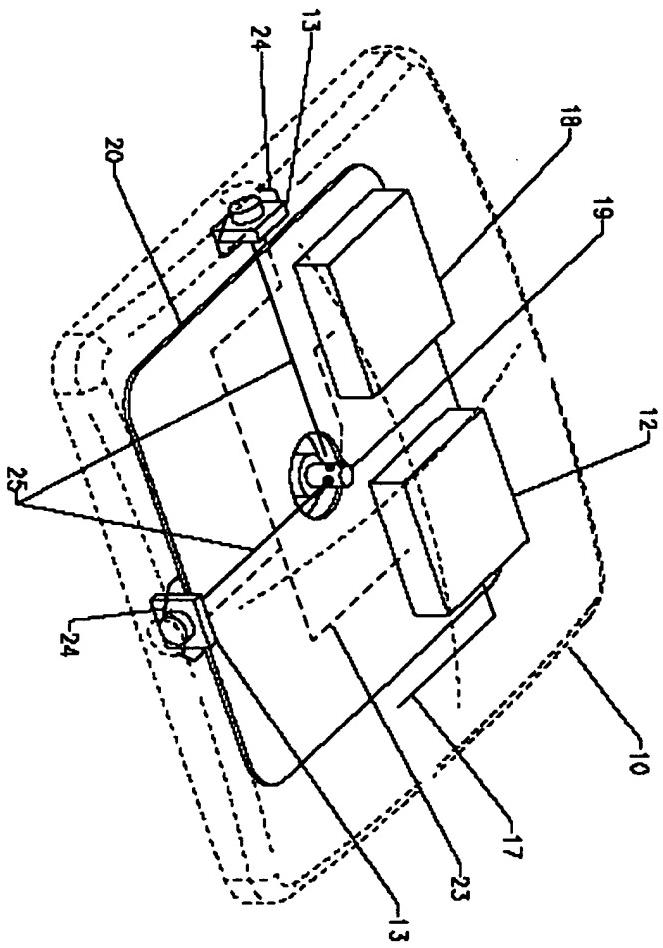


FIGURE 1

- 10: BASEBALL BASE
- 12: TRANSMITTER
- 13: CAMERA
- 15: COMPRESSED GAS CYLINDER
- 17: ANTENNA
- 18: SERVO RECEIVER
- 19: SERVO CONTROLLED VALVE
- 20: BASEPLATE
- 21: MOUNTING COLUMN
- 23: CABLE BETWEEN CAMERA(S) (13) AND TRANSMITTER (12)
- 24: GAS OUTLETS FOR CLEANING DIRT AWAY FROM CAMERA(S) LENS
- 25: GAS TUBES BETWEEN CAMERA (13) AND SERVO CONTROLLED VALVE (19)

BASECAM: A system for using a camera within a baseball base. Invented by Whitney Fletcher, citizen of the United States of America, resident of San Carlos, California; and Kent Fletcher, citizen of the United States of America and resident of Honolulu, Hawaii.

Application Number: 60/479,806

Confirmation Number: 3016

Inventors:

Whitney Fletcher
Kent Fletcher
1349 Cordelleris Ave
San Carlos, California 94070
650-654-7932

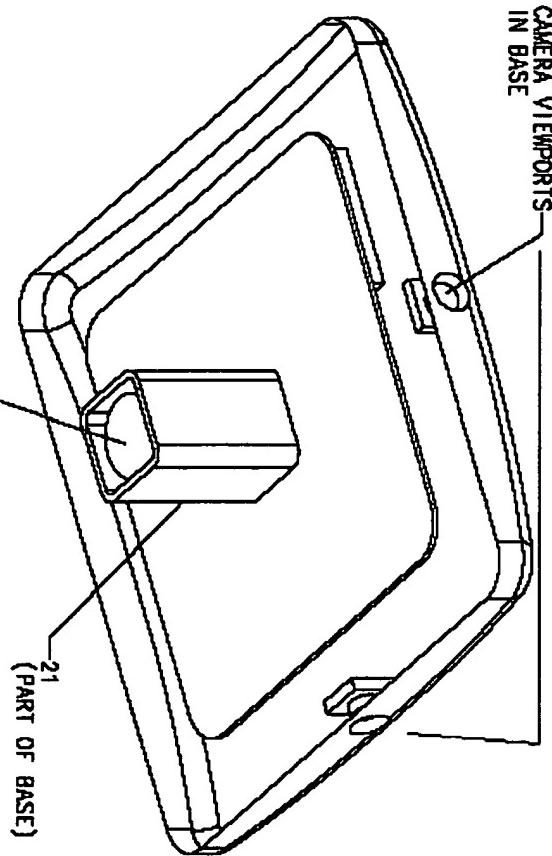


FIGURE 2

15
(LOCATED WITHIN
MOUNTING COLUMN)

- 10: BASEBALL BASE
- 12: TRANSMITTER
- 13: CAMERA
- 15: COMPRESSED GAS CYLINDER
- 17: ANTENNA
- 18: SERVO RECEIVER
- 19: SERVO CONTROLLED VALVE
- 20: BASEPLATE
- 21: MOUNTING COLUMN
- 23: CABLE BETWEEN CAMERA(S) (13) AND TRANSMITTER (12)
- 24: GAS OUTLETS FOR CLEANING DIRT AWAY FROM CAMERA(S) LENS
- 25: GAS TUBES BETWEEN CAMERA (13) AND SERVO CONTROLLED VALVE (19)

BASECAM: A system for using a camera within a baseball base, Invented by Whitney Fletcher, citizen of the United States of America, resident of San Carlos, California; and Kent Fletcher, citizen of the United States of America and resident of Honolulu, Hawaii.

Application Number: 60/479,808

Confirmation Number: 3046

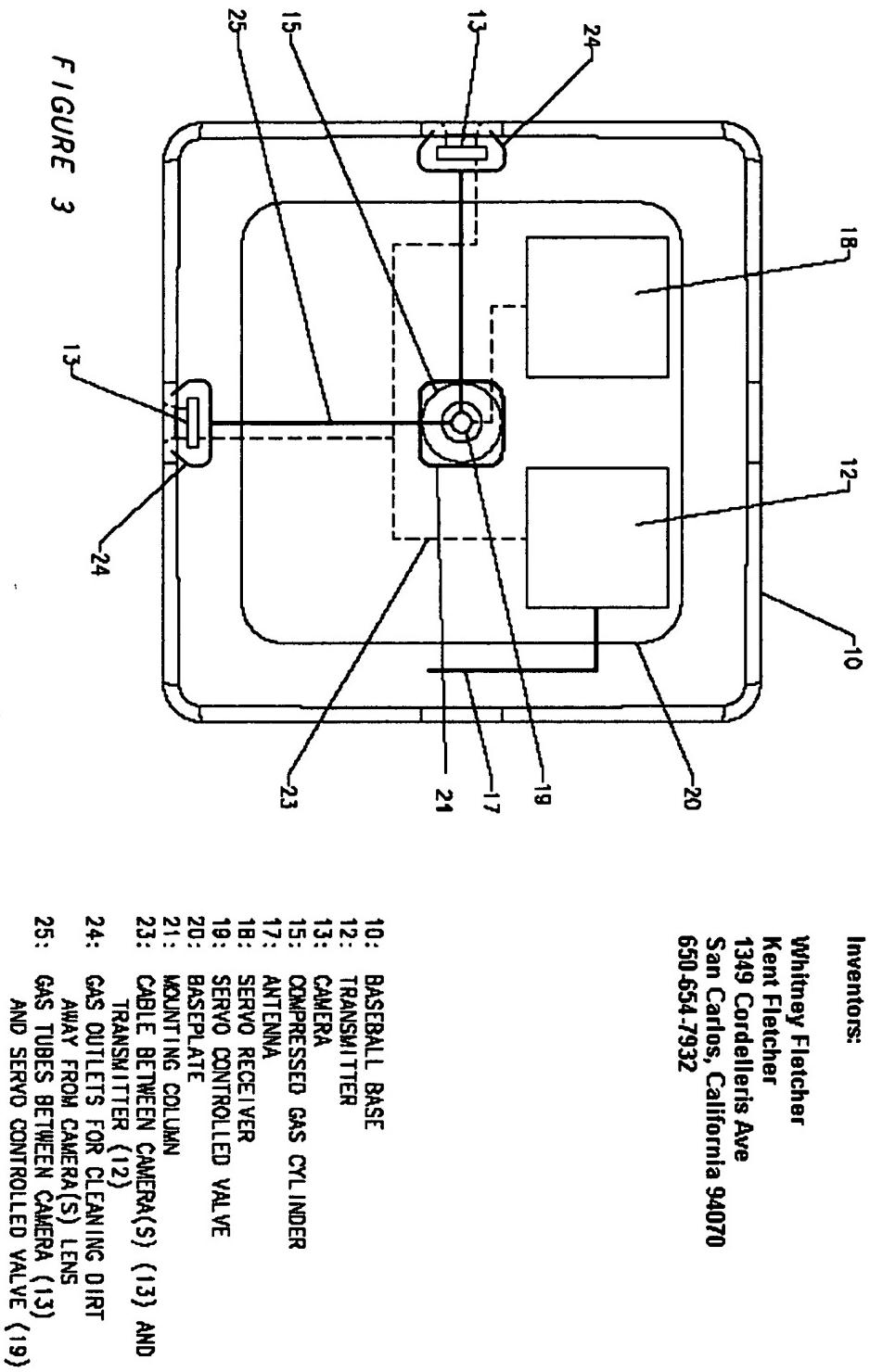


FIGURE 3